

CLAIM AMENDMENTS

Claim 1 (currently amended): A process of accessing live activities and events through Internet, comprising the steps of:

(a) capturing at least a live action event having at least one participant carrying at least a video camera supported on an eye level position of said participant for capturing said live action event from a point of view of said participant, wherein an angle of said live action event is captured with respect to an eye view of said participant;

(b) uploading said live action event to a central control site through Internet;
and

(c) electronically communicating said central control site with a subscriber through Internet; and

(ed) broadcasting said live action event to a said subscriber via said central control site through Internet, wherein said subscriber acts as a first person to participate said live action event while watching said live action event.

Claim 2 (currently amended): The process, as recited in claim 1, wherein said participant carries said video camera via a head set, wherein said video camera is mounted on said head set at a position as same as said eye level position of said participant such that said video camera is controlled by said participant according to a head movement thereof.

Claim 3 (original): The process, as recited in claim 1, wherein said central control site not only acts an information center for subscribers to research information of said live action event through Internet but also is a central managing center for managing operation of said live action events.

Claim 4 (original): The process, as recited in claim 2, wherein said central control site not only acts an information center for subscribers to research information of said live action event through Internet but also is a central managing center for managing operation of said live action events.

Claim 5 (original): The process, as recited in claim 1, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

Claim 6 (original): The process, as recited in claim 2, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

Claim 7(original): The process, as recited in claim 4, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

Claim 8 (original): The process, as recited in claim 1, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

Claim 9 (original): The process, as recited in claim 2, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

Claim 10 (original): The process, as recited in claim 4, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

Claim 11 (original): The process, as recited in claim 7, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

Claim 12 (original): The process, as recited in claim 8, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

Claim 13 (original): The process, as recited in claim 9, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

Claim 14 (original): The process, as recited in claim 10, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

Claim 15 (original): The process, as recited in claim 11, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

Claim 16 (original): The process, as recited in claim 2, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.

Claim 17 (original): The process, as recited in claim 4, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.

Claim 18 (original): The process, as recited in claim 7, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.

Claim 19 (original): The process, as recited in claim 11, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.

Claim 20 (original): The process, as recited in claim 15, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.

Claim 21 (original): The process, as recited in claim 4, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.

Claim 22 (original): The process, as recited in claim 7, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.

Claim 23 (original): The process, as recited in claim 11, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.

Claim 24 (original): The process, as recited in claim 15, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.

Claim 25 (original): The process, as recited in claim 20, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.